

XBOX

Harry Potter

AND THE
PRISONER
OF AZKABAN™

EVERYONE
E
CONTENT RATED BY
ESRB



ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms.

Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

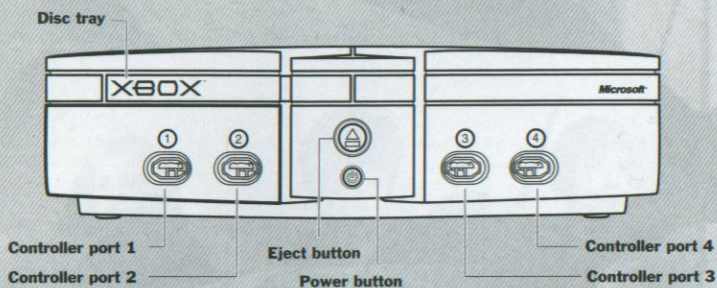
A black and white photograph of three Harry Potter characters in a hallway. On the left is a young boy (Ron Weasley) holding a wand. In the center is Harry Potter, wearing his signature round glasses and holding a wand. On the right is a girl (Hermione Granger) also holding a wand. They are all dressed in their school robes. The hallway has large columns and a bright light source at the end.

TABLE OF CONTENTS

Using the Xbox Video Game System	2
Using the Xbox Controller	3
Introduction	4
Complete Controls	4
Setting Up the Game	5
Playing the Game	5
Game Modes	10
Saving and Loading	10
Limited 90-Day Warranty	11

Note: For more on the EA GAMES™ range of Harry Potter video games, visit www.harrypotter.ea.com

USING THE XBOX VIDEO GAME SYSTEM



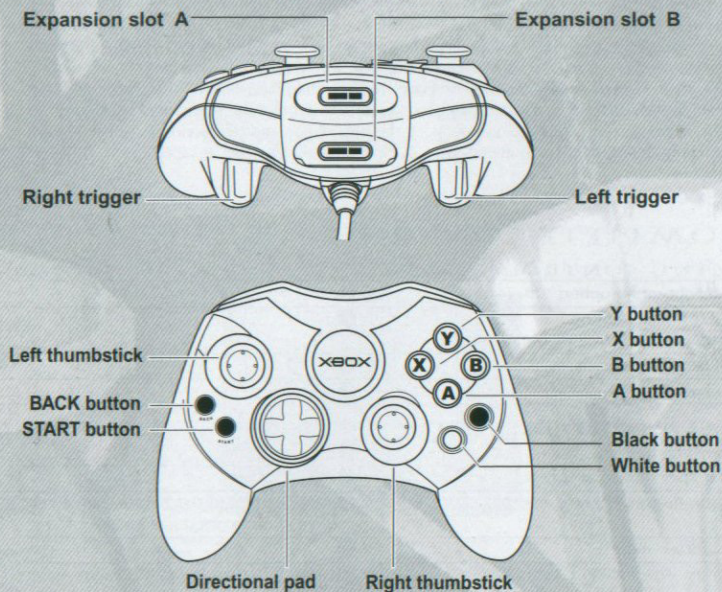
1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Harry Potter and the Prisoner of Azkaban* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Harry Potter and the Prisoner of Azkaban*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Harry Potter and the Prisoner of Azkaban*.

INTRODUCTION

After a dreadful summer with the Dursleys, Harry Potter can't wait to start his third year at Hogwarts School of Witchcraft and Wizardry. Events take a strange turn, however, when Harry discovers that Sirius Black, the man believed to have betrayed Harry's parents and thus responsible for their murders, has escaped from the wizard prison Azkaban. Black appears to be seeking revenge on Harry for thwarting "You-Know-Who", while the Dementors, Azkaban prison guards sent to Hogwarts to protect the school and recapture Black, affect Harry in a disturbing way. With the help of Ron and Hermione, Harry is intent on unraveling the mystery surrounding Sirius Black and his escape from Azkaban.

COMPLETE CONTROLS

MENU CONTROLS

Highlight menu option	L
Select highlighted option/ complete action/toggle option setting	A
Adjust selected option	L
Go back/cancel	B

GAME CONTROLS

Move character	L
Cast spells (when assigned)	X Y
Action Button (context sensitive)	A (the function of this button changes as you get close to objects and people)
Character swap	B
Center view behind character/ targeting button (change targets)	R (pull repeatedly to cycle through targets)
Take a closer look/sneak-a-peak in 'sneak' mode	L ←
Camera 'look around'	R
Pause game/in-game options	▶
Open Inventory, map, task and quest screens	◀
Call companion	L

FLYING CONTROLS

Move	L
Flap wings	B

SETTING UP THE GAME

MAIN MENU

- NEW GAME Highlight and press **A** to begin your adventure.
- LOAD GAME Highlight and press **A** to continue a previously saved adventure.
- BONUS ACTIVITIES Play unlocked Mini-Games and access special features.
- OPTIONS Adjust a variety of game settings (see *Options* on p. 10).

PLAYING THE GAME

GAME SCREEN



Active companion
control indicator

Stamina bar

Note: For details on assigning spells and items to buttons, see *Inventory* on p. 9.



COMPANION PLAY

This adventure is Harry's most difficult yet – so he'll need all the help that Ron and Hermione can give him.

Each companion has special abilities, skills and spells that may be used to carry out tasks and solve puzzles. If one companion cannot complete a task or puzzle, try swapping to other companions and see if they're more successful (they may tell you that they can help!).



HARRY POTTER

Harry Potter, "the boy who lived", survived an attack by the dark wizard, Lord Voldemort. Harry's athletic prowess is useful when it comes to climbing and jumping gaps.

RON WEASLEY

The sixth of Arthur and Molly Weasley's children to attend Hogwarts and a loyal friend to Harry, Ron's curiosity makes him a natural explorer and he can find passages that others might miss. In addition, Ron's fondness for items from Zonko's, the magical joke shop, means he's an expert with Stink Pellets and more!



HERMIONE GRANGER

Hermione's bravery and intelligence can prove invaluable. She is a gifted spell-caster and meticulous with her studies – both of which can help in a variety of ways. Hermione is also nimble and agile when it comes to treading where others may be less able.

RUNNING, WALKING AND SNEAKING ABOUT

- Move **L** fully in the direction of travel for swifter progress.
- Half-move **L** to travel at a slower, walking pace.
- Push up against certain walls to 'Wall Sneak' (creep along walls and ledges quietly).
- To step away from a wall, press **A**.


INTERACTING WITH THE WORLD

- Move in close to people and objects to see if you can interact with them. If you can, the on-screen Action Button (**A**) tells you what to do.
- Approach and explore unfamiliar objects – this can be extremely useful in your adventure.
- You can push and pull heavy objects to clear the way, or use them to help you climb.

Note: Remember, some items may be too heavy for one companion to move. You might need to call one of the other companions to help using the Call Companion Button (**L**).

JUMPING, CLIMBING AND HANGING

When every door you've tried is locked and cupboards contain no vital clues, sometimes the only way out of a situation is to climb...

- Harry can climb up and down chains. Press the Action Button (**A**) to make him take hold of one.
- Slowly walk towards a ledge in order to hang from it.
- To drop from a ledge (when hanging from it), press **A**.
- To climb up onto a ledge when hanging from it, move **L** .
- To leap across a chasm, run Harry towards it (his athletic ability allows him to leap across chasms that the others cannot clear).

Note: There are a number of different ways to explore. Watch the on-screen Action Button (**A**) as you step up to walls, doors and other objects.



SPELLS AND CHARMS

Note: Some spells are already known by all the companions, while others must be learned at Hogwarts.



Flipendo

Knocks objects and creatures backwards.



Expelliarmus

Duelling spell used to disarm an opponent.



Carpe Retractum

Harry can use this spell to pull objects, and to pull himself toward objects.



Draconifors

Hermione can use this spell to transfigure Draconifors dragon statues.



Expecto Patronum

Harry can use this protective charm to fend off Dementors. This highly advanced magic is well beyond Ordinary Wizarding Level.



Glacius

Hermione can use this spell to freeze water, create ice blocks and defend against certain creatures.



Lumos Duo

Ron can use this wand-lighting charm.



Reparo

Hermione can use this mending charm to repair damaged objects.

CASTING SPELLS

Note: Before you can cast a spell, you need to assign it to a controller button. See *Inventory* on p. 9 for information on how to assign spells.

To Aim a Spell

1. Face the desired target then pull and hold **R**. If you can aim at the target, a sparkling indicator appears around it.
 2. As soon as you've aimed, press the chosen Spell Button and the spell is cast.
- Press **A** to try to dodge projectiles or spells while targeting.

Note: Keep **R** pulled until you cast the spell or you may miss the target!

TARGETING MULTIPLE OBJECTS

If you encounter multiple opponents, you can target each of them in turn. Pull **R** repeatedly to cycle through potential targets.

SUCCESSING IN THE SPELL CHALLENGES

In each Spell Challenge there are a number of Challenge Shields to find. Finding all of these Shields helps you achieve the highest possible marks.

INVENTORY

Move among the sections of the Inventory	L / R
Highlight item	L
Select highlighted option/complete action/ close book	A
Assign the highlighted spell or item	X / Y
Open/close Inventory	←

The spells Harry, Ron and Hermione have learned and the items they have found are stored in the Inventory. Go there to assign items and spells to **X** or **Y**.

Note: Press **E** to cycle through the Inventory by character.

To Equip a Spell or Item:

1. Highlight the spell or item you want to equip, then press **X** or **Y**.
2. When you return to the game, the item or spell is assigned to the selected button. Its symbol appears on the on-screen controller.
3. Press the relevant button to cast the spell or use the item.

Note: For more information about the spells, see *Spells and Charms* on p. 8.

TASKS

In order to progress through the game, Harry, Ron and Hermione must all complete certain tasks. Check this list regularly, day and night, to keep your adventure on track. Remember that the companions need their rest, so make sure they get a good night's sleep each night. The Sleep Icon flashes up on the screen when it's time to end the day. Go to the Task screen and select the Sleep Button.

QUESTS

The Quests section shows all the items that the companions have found. Here you can check your collector's cards, see what items have been collected and find out the current Gryffindor house points total.

FOLIO UNIVERSITAS

Collector's cards detail the famous (and infamous) characters and creatures from magical history and are hugely popular with young wizards-in-training. You can find collector's cards around Hogwarts, or you can buy them from Fred and George's shop on the sixth floor of Hogwarts. They can then be stored in the Folio Universitas.



FOLIO BRUTI

The Folio Bruti contains valuable information Harry, Ron and Hermione have collected about magical creatures. Information is added when you find loose pages around Hogwarts. Check here for clues on how to defeat magical creatures.

CHALLENGE SCORES

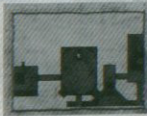
Look here for a record of how the companions have done in their Challenges.

HERMIONE'S STATUE LIST

There are some interesting statues around the school that Hermione may be interested in.

MAPS

Consult the maps section in the Inventory if you lose your bearings. You can only consult a map of the area that the companions are currently in.



PAUSE MENU

Press **ESC** to pause the game and open the Pause menu.

RESUME GAME	Return to current game.
SAVE GAME	Save current game (see <i>Saving and Loading</i> below).
OPTIONS	Adjust game options (see <i>Options</i> below).
QUIT GAME	Quit current game.

OPTIONS

You can select game options from the Main menu or the Pause menu.

Note: Default options appear in **bold** font in this manual.

FLYING CONTROL	Switch between NORMAL and REVERSE . In NORMAL mode move L ↑ to fly down and move L ↓ to fly up. REVERSE is the opposite.
VIBRATION	Switch Vibration ON/OFF .
SUBTITLES	Switch on-screen text ON/OFF .

GAME MODES

BONUS ACTIVITIES

Life at Hogwarts isn't all work – there are exciting activities too. To have some fun, select **BONUS ACTIVITIES** from the Main menu. These include the Duelling Club, Owl Racing and Hippogriff Flight Challenge. Bonus Activities may not be available until you have unlocked them.

SAVING AND LOADING

Saving a Game

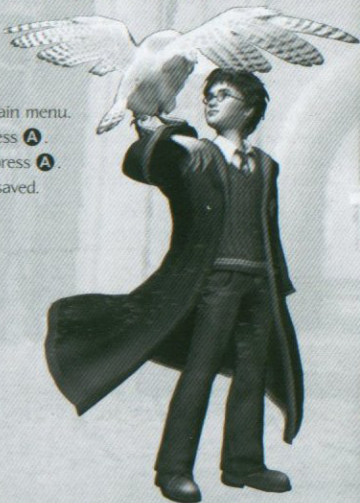
1. Press **ESC** during a game and highlight **SAVE GAME**, then press **A**.
2. Highlight the slot you want to save your game to and press **A**.
 - If there are no empty slots, you must highlight an old saved game and save your new game in its place. If you are sure you want to overwrite the old game, highlight **YES** and press **A**.
3. The game is saved. Press **B** to go back to the previous menu and then **ESC** to continue.

Note: If you exit *Harry Potter and the Prisoner of Azkaban* without saving, you lose all progress made during that session.

Loading a Game

Note: You can only load a saved game from the Main menu.

1. Highlight **LOAD GAME** from the Main menu and press **A**.
2. Highlight the slot that your saved game is in and press **A**.
3. The game loads to the last save point before you saved.



LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

Need a Hint? Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-329-HINT (4468). \$1.99 per minute.

In CANADA, dial 900-451-4873. \$1.99 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.

TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

FTP Site: <ftp.ea.com>

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM. If you are under 18 years of age parental consent required.

Software & documentation © 2004 Electronic Arts Inc. Electronic Arts, EA, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

Microsoft Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.



HARRY POTTER and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc. Harry Potter Publishing Rights © JKR
WBIE LOGO, WB SHIELD:™ & © Warner Bros. Entertainment Inc.
(s04)



Proof of Purchase
Harry Potter and the Prisoner of Azkaban
1478205



REGISTER

Get EA Cheat Codes and Game Hints

Register online at
www.eagamereg.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Special offers from EA.
- Full-care technical support.

GAME ACCESS CODE:

14782

It's Fast. It's Easy. It's Worth It!



Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

© 2004 Electronic Arts Inc. EA, EA GAMES, EA SPORTS, EA SPORTS BIG and all associated logos are trademarks or registered trademarks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. EA SPORTS™, EA SPORTS BIG™, and EA GAMES™ are Electronic Arts™ brands. All other trademarks are the property of their respective owners. 1478205